

Project Goals

P4P aims to provide primary and lower secondary school teachers with the tools and resources to:

- Raise awareness about the environmental issue of plastic pollution.
- Promote sustainable habits and actions through engaging educational methods.
- Incorporate Game-Based Learning, Gamification, and Hands-On Learning into their teaching.

Target Audience

P4P is designed for:

- Teachers and Educators: Working with students aged 6 to 12.
- Students: The ultimate beneficiaries who will engage with the tools and resources developed.

The partnership

The European partnership is made up of the following organizations:



Projects Website:

www.p4pproject.eu



Play for the Planet: Board games as instruments to teach sustainability

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P4P is an innovative Erasmus+ project within the framework of Key Action 2, initiated to address the pressing ecological issues our planet faces, starting from primary education. This European partnership includes six organizations working together over 24 months, beginning in December 2022. The project aligns with Sustainable Development Goals (SDGs) 4, 11, 12, 13, and 15.



Project Duration

- **Start Date:** December 2022
- **Duration:** 24 months

Key Results

P4P foresees three main results:

1. **EUROPEAN PLASTIC'S RACE BOARD GAME**
A Board Game designed to raise environmental awareness with a focus on single-use plastic, its dangers, and how to develop sustainable habits.
2. **EUROPEAN PLASTIC'S RACE MULTIMEDIA GAME**
A Multimedia Game that addresses environmental sustainability and encourages students to take action to save our planet.
3. A **Guide** for training of teachers on how to incorporate the developed games into the lesson plans of subjects that address environmental protection-related topics.